

Mega Man 7 FAQ/Walkthrough

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----- [MEGAMAN 7] -----
-----[by Ice Queen Zero]-----
----- [Super Nintendo Entertainment System]-----

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INTRODUCTION
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Wily has finally been brought to justice and locked up in a jail cell. All seemed well until it turned out that Dr. Wily had created 4 robots prior to his capture and after 6 months without a word from Dr. Wily. The robots activate and search for him. They eventually find him and get ready to break him out of prison.

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DISCLAIMER
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STORY
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"The world's pulse raced with excitement! Everyone truly believed the conniving Dr. Wily had been stopped for good and imprisoned by the valiant Mega Man. Reporters jockeyed with cameramen for snapshots as the infamous Doctor hung his head while being dragged away in handcuffs. Dr. Wily would soon be behind bars. Or would he?

Dr. Wily was ready for anything. He had known his dastardly plans would end in failure some day, so after six months without contact his laboratory sprung to life. Monitors whirred into action, lights flashed and the lab control panel booted up. In no time four hidden robots emerged. The robots then began a rampage in search of their master. Wily had done it again. Nothing would get in

their way!

The world's racing pulse turned to nervous fear as a city was pummeled. Wasn't Dr. Wily in jail? Why was this still happening. The four robots took no heed to the great robot creator named Dr. Light. Mega Man found Dr. Light and the canine cyborg Rush fallen in the streets.

"Dr. Light? Are you O.K.?" Mega Man shouted.

"Mega Man! We have no time," replied Dr. Light. "Dr. Wily is using his robots to cover up his escape. You must go! Follow his spaceship!!!"

Mega Man, Dr. Light and Rush looked on in horror as Dr. Wily's spaceship shot out of the prison. Dr. Wily was on the loose!"

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CONTROLS

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Buster Shot and most weapons: press B (A in MMAC)

Mega Buster: Hold B (A), then release it

Jump: Press A (B in MMAC)

Slide: Hold Down and press A (added B)

Climb ladders: Up or Down when overlapping one to grab then use up or down to climb.

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MEET THE CAST

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() =serial number/order of creation

Megaman (001) - Known as Rockman in Japan. This blue bomber is the hero of the series. Originally made for housekeeping, Rock (as he was called) volunteered to become a fighter when Dr. Wily took control of 6 of the original 8 robots made by Dr.Light/Right

Debut Appearance: Megaman 1 (1987)

Roll (002) - The only female robot ever made, she is referred to as Megaman's sister. She plays a very minor role until Megaman 8.

Debut Appearance: Megaman 1 (1987)

Protoman (000): Known as Blues in Japan. He is the first creation of Dr. Light/Right. He first started off as an enemy of Megaman using the alias of Breakman. He later teamed up with his brother Megaman from Megaman 4 on.

Debut Appearance: Megaman 3 (1990)

Dr. Thomas Light/Right - created Megaman, Roll. Protoman, Rush, and the Megaman 1 Bosses. As the games go by, he upgrades Megaman more and more. He even creates X (who has his own series called Megaman X).

Debut Appearance: Megaman 1 (1987)

Dr. Albert Wily - he is one mad scientist. He creates the bosses from Megaman 2 on. He used to be a good guy then got jealous of Wily and reprogrammed 6 of the original 8 robots (7 out of 9 original robots if you count Protoman). Try, try, try as he might, he can never defeat Megaman.

Debut Appearance: Megaman 1 (1987)

Rush - Megaman's robodog companion. He can become a trampoline, submarine, jet, and later on, he becomes a bloodhound and gives you new powers. Where would Megaman be without him? That's a rhetorical question BTW.

Debut Appearance: Megaman 3 (1990)

Fliptop - Also known as Eddie. He gives you useful items to use in battle. In the NES games, he appears in-between stages. For Megaman 7, you can use him as an item. For Megaman 8, he fights alongside you in the flying stages.

Debut Appearance: Megaman 4 (1991)

Auto - known as Rightot in Japan. He takes whatever bolts you find and bring to his shop then converts them into items. He fights alongside you in the flying stages in Megaman 8.

Debut Appearance: Megaman 7 (1995)

Bass - known as Forte in Japan. He was created by Dr. Wily to be Megaman's arch rival. He can never beat Megaman either. He has a robodog sidekick too named Treble/Gospel

Debut Appearance: Megaman 7 (1995)

Treble - known as Gospel in Japan. He is Bass's robodog companion made to rival Rush.

Debut Appearance: Megaman 7 (1995)

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ENEMIES
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Mad Grinder

First boss of the game who you will see at the beginning of the title cutscene. It attacks by trying to crush Megaman throws its mohawk like a spinning blade that returns back like a boomerang.

Metall FX

The Metalls for this game. They are invincible while hiding underneath their helmets and raise them up to shoot at you.

Bunby Tank

Modern version of the Bunby Helis with a mix of Crazy Razy (both from Megaman 1) as it's body has a different hitzone than it's head. It will shoot bullets at you and if you kill the body, the head will become...

Bunby Top

The head part of the Bunby Tank. If you killed the head first then the whole tank dies, otherwise the head attacks you.

Swim Metall DX

Metall whom appear in the water and swim towards Megaman while shooting.

Kintot

Underwater robot fish that serve only as an obstacle.

Kerone

Newer version of Megaman 3's Mecha Kero. They hop at Megaman in hopes to damage him.

Petaforth

Newer version of Megaman 3's Peterchy. It's bigger and takes longer steps.

Spiral Gabyoall

This version of the Gabyoall moves back and forth but skids to a stop when it gets to a ledge then goes the opposite direction.

CFN-24

Underwater mines that explode if you touch them.

Count Bomb NEO

There are 2 versions of them. The first one is similar to those from Megaman 6 and the other one travels in a certain direction before exploding thus used as a means of temporary transport.

Driver Cannon

Newer version of the Screwdriver from the First Megaman that shoots in multiple directions.

Tripopellan

Looks like a circus ball with eyes that hovers with a propeller and it shoots in a 3-way arch.

Kanigance

Miniboss of Burstman and Wily 3 stage. It shoots bubbles and fireballs at you. It will sometimes try to ram into Megaman.

Sniper Joe 01

Sniper Joe has gotten remodded. He still protects himself with his shield but he will only shoot once a time or jump.

Tel Tel

Two of them appear in the game in Cloudman's stage. The first one will change the stage from sunny to rainy. The second one will change the stage from rainy to snowy if shot with a Freeze Cracker.

Delupipi

Just like Pipi from Megaman 2, they carry eggs but these eggs are much bigger. When they drop the eggs, they'll hatch when they hit the ground and send out...

Copipi

These bunch of birds home in on Megaman after hatching.

Boufooh

Upgraded version of Megaman 2's Matasaburo. It can blow Megaman away from it or suck him towards it.

Gobots

They just serve as obstacles in the way as they fly through the air.

Kaminari Kogoro

They are like the Updown from Megaman 4. They wait for Megaman to hop over a pit so they can come out and knock him into it.

Tsuranattori

A bunch of robotic birds that fly in a random pattern line. If you kill the 1st bird in the line, the others will fly forward aimlessly.

Heli Metall

They copter down from the top and shoot in two directions.

Properide

An upgraded version of the Foot Holder from Megaman 1. It can be used for means of transport.

Dust Crusher

Found in Junkman's stage. It will try to attack Megaman when in range/

Frisk Cannon

Shoots mortar shots at Megaman wherever he stands.

Gockroach S

Cockroaches that attack by flying towards Megaman. They attack in numbers.

Gockroach S Nest

Spawns the Gockroaches.

Bomb Sleigh

The sled comes riding in and launches all the bomb heads in it and they explode on contact with the ground.

Icicle Teck

Walks along the ceiling, When Megaman is below, they drop icicles on him.

True Shield Attacker

Moves back and forth while protected from one side but vulnerable from the other

side.

Shirokumachine GTV

Poplar Bear that serves as a miniboss throughout Iceman's stage. Throws ice ball projectiles at Megaman and can rain icicles on him too.

King Gojulus

A T-Rex robot that chases after Megaman before fighting him. It will spit fire or try to step on him.

Derusu Bee

They will only attack if you shoot their hives.

Stegorus

A stegosaurus robot that shoots missiles when its back is turned to Megaman.

Tamagodon

Dinosaur that hatches from eggs and go after Megaman.

Technodon

Not really an enemy. They are used for means of transport in Slashman's stage.

Mash

A clown robot that is the boss of the Robot Museum. It hops around and if hit with a powerful shot, it loses its head and it bounces around.

Coil'n

Spring monsters that only springs towards Megaman.

Tom Daddy

Slinky robot that is an upgraded version of the Tom Boy from Megaman 4.

Astro Zombieg

Coffins up and they spawn from them and go after Megaman. They fall apart as they move.

Batton M48

The new version of the Batton family that protect themselves when their wings are closed.

Cyorown

Crow robots that spit bullets where Megaman stands.

Gilliam Knight

Carries a lance and charges at Megaman while inside or when it's dark. They turn into werewolves and require more damage to kill while the moon is out.

Ragger

Poses as the helmet of knights in the background and attack Megaman and throws a boomerange cutter.

VAN Pookin

Midboss of Shademan's stage. Opens up it's shell to reveal another one that will open up and spit a bullet. The outer shell is invincible. Defeat the middle one to go right. Defeat the inner one with Thunder Bolt to go down.

Sisi Truck + Sisi Rocket

You ride on the back of it then when you reach it's head part. It becomes a mini boss that spits Sisi Rockets at you.

Baccone

A cone robot that hops up and down and spits bullets.

Trio the Wheel

A head with 3 tires as its body. Will shoot a section of its body with spikes attached at Megaman. After all 3 tires are shot, the head will attack directly.

Truck Joe

First miniboss of Turboman's stage, it will try to run Megaman over with spikes on the front of the Tractor. Hit it with Noise Crush to drive him crazy and make him clear his head.

Turbo Roader

A wheel that comes around and spins nonstop. Similar to the wheels from MegamanX

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BOSSES

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Freezeman (049)

Freezeman is hard to beat if you don't have a Junk Shield. His attacks are: Icicles that rain from the ceiling, an ice ball that can freeze you in an ice cube or stick you to the ground and a charge attack. Slide past the icicles, jump over his charges, and slide under his ice ball and jump to avoid being stuck on the ground. The Junk Shield will really make him feel pain.

Junkman (050)

His attacks consist of leaping through the air and tossing a piece of trash at you which you can slide away from. He also can cause an earthquake that can stun you but not knock you on your ass like Gutsman did in Megaman 1. Junk will also rain from the ceiling after the Earthquake. Another attack consists of him collecting garbage into one big block then shoving it at you but you can hop over it. That's not all though. He'll spin into the air and come down and destroy the block and create his Junk Shield which you can shoot some junk away before he shoots his shield at you. With Thunder Bolts, he'll only use the first attack during the whole fight. All you have to do is zap him to make him attack, then slide away, zap him again, and repeat the pattern and that's it.

Burstman (051)

Burstman arrives in a bubble then begins to fight. His attacks are bubbles that bounce you around, bombs that come out when you hit him with a big shot, and the Dranger Wrap which can lead to instant death upon the spikes above. His primary weakness is the Scorch Wheel but you don't have it yet since you fight 4 bosses instead of 8 at the beginning. However, you can use Freeze Cracker as a weakness against him too.

Cloudman (052)

Watch out when fighting this guy. Much similar to Storm Eagle in Megaman X, his battleground has pits on both sides. His options are absorbing an electric bolt through the lightning bolts on his head then shooting it at you. Be sure to hop when he gets ready to fire because when the bolt hits the floor, it will split in two directions. He will also cause a wind that will either push you away or pull you towards him. Be sure to slide in the opposite direction without falling to your doom. His 3rd attack is just to charge at you. You can avoid this by sliding under him. The Danger Wrap works best against him. It will encase him in the bubble and float him into the air and pop along with the bomb exploding on him.

Springman (053)

This guy cracks me up. He'll appear bouncing in then his energy fills up. One quick note, never use Thunder Bolts on him or he'll form some type of vacuum in the shape of a hypnowheel and suck you towards him. If you're too close to him, he'll grab you and jump into the air with you and slam you into the ceiling. He'll also send out Wild Coils which are easily avoidable by slide when their airborne. His last attack is hopping into the air and punching at your location twice. It's best to be under him when he does this to avoid him better. With Slash Claws, he'll only use that last attack mentioned so slash him and counter his punch attacks by slashing him when he comes down.

Slashman (054)

Oh look it's jungle boy. He looks like a guy with a lion's mane he hops around the room with claws extended and if he is close, he'll swipe at you with Slash Claws. Freeze his ass with Freeze Crackers. He'll be frozen then he'll break out and head towards the ceiling and drop eggs off red paint. They'll either stop you from moving if they miss but you stand on the red mush or keep you from jumping and sliding if one egg lands on you. Move left and right to free yourself. Scorch Wheel also works as a weakness against him.

Shademan (055)

Shademan has come and he wants to drink your "blood". He totally looks like a bat and his stage is reminiscent of Ghouls n Ghosts series which is why his alternate music is that of a level Ghouls n Ghosts. His attacks include a swoop attack where he saps your energy until you break out or he drinks enough. He'll also send two beams that turn you to stone then he sends two Noise Crushes at you which you must avoid twice and when he catches them, he'll shoot two bigger Noise Crushes. Take him out with Spring Coils (Preferably charged). Do not use his own weapon on him. He will shoot massive Noise Crushes like crazy.

Turboman (056)

Start your engines as last but not least we talk about Turboman. No not that silly toy from the movie "Jingle All The Way", we mean the robot that looks

like a race car with arms and legs. His main attack is the Scorch Wheel. It saps your energy if it burns your energy. Hitting him with a Noise Crush will freak him out and he'll become a race car and try to run you over. Hitting him with the Thunder Bolt makes him do this like crazy.

Gutsman G

Upgraded version of Gutsman, doesn't knock Megaman on his ass like before. Can throw him into the ceiling or throw rocks at him.

Gameriser + Spotaro

Big turtles that send little ones (Spotaro) to do it's dirty work and sometimes spit flames at him that burn.

HannyaNED1

Chases Megaman as he attacks.

Wily Machine 7

Wily claims this machine was incomplete so it only moves and jumps while the mini ones attack.

Wily Capsule

Toughest Wily boss ever. Shoots red burning balls, blue freezing balls, or yellow electric balls that do more damage but no extra effects. Wily can shoot an electric ball that splits when it hits the ground.

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ITEMS

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Life up - small one gives 2 bars of life and the big one gives 10 bars

Weapon up - same as above except for weapons

1-up - Extra life

Energy Tank - a cylinder with an E on it. When low on life fill yourself up. You can hold up to 4 tanks

Weapon tank - a cylinder with a W on it. Refills all your weapon energy. You can only hold up to 4 tanks

S-Tank - you can only hold one of these. These refill your life and weapon energy

Small Bolts - worth two bolts and can be used to purchase items in the auto shop

Large Bolts - worth 5 bolts for the Auto Shop

Mega Bolts - Found in Shademan, Turboman, Springman, Cloudman, and Junkman's stages. These are worth 100 Bolts for the Auto Shop.

Locations:

Shademan: before fighting Protoman for the Proto shield, use Rush Search on the second step

Turboman: You'll probably find this one yourself. After the 2nd Protoman meeting and the Rocket Punch location, Rush Search on the blue X.

Springman: Bounce your way onto a floating platform and use Rush Search in that area

Cloudman: Before the first meeting with Protoman, climb the ladder that leads to a life-up and dig where it used to be.

Junkman: After hopping across the falling trash, Rush Search under the first ladder.

Beat - Found in Slashman's stage. Use the Scorch Wheel on the last tree in the forest and a ladder shows up. Rush Coil to it then climb up. Now free Beat by shooting the cage.

Beat's Whistle - These are bought from the Auto Shop. Enables Beat to save you if you fall down a hole

Exit - Found at the end of Freezeman's stage or bought in Auto's Shop. Try to have Rush did on the left edge of the top platform. This allows you to exit a stage if you defeated the boss already and returned to the stage.

Auto's Bolt - Found in Springman's stage. At the place where there are jack-in-the-boxes that change direction by jumping on them, make your way to the top left and have the box point left to destroy a wall. Give it to Auto to cut the prices of shop items in half.

Energy Balancer - Found in Shademan's stage. Defeat the Pumpkin's outer shell and then dig under a Wily picture. This allows you to collect weapon energy from weapon-ups for the weapon with the lowest energy while you are not using any weapons.

Letters - collect all four for a Super Adapter

R - obtained in Burstman stage. It's in plain view. Let the water pick you up and float to it and jump out of the water.

U - obtained in Cloudman's stage. It is recommended that you get the Freeze Cracker first so you can shoot the weather bot while it's raining and the rain will turn to snow and allow you to see the hidden platforms. At one point you'll need a Rush Coil to reach a ladder and head left to get the U.

S - obtained in Junkman's stage. This time you really need the Freeze Cracker. At one point with falling lava, freeze the lava fall and it will break and allow you to obtain the S.

H - obtained in Freezeman's stage. There is a point where you see a ladder which you can only reach with the Rush Coil. Climb that ladder and run across the platforms as fast as you can to get the H.

S. Adapter - after getting all 4 letters, you'll have this in your inventory. Now you will be able to fly around on a jet pack while in midair. This part is similar to the jet adapter in Megaman 6. Megaman can also shoot a missile that travels a short distance before it comes back to him

Rocket Punch - Found in Turboman's stage. Before the 2nd Meeting with Protoman, kill the tire robot on the first platform (bottom line) then with the Super Adapter, fly to the platform with lights on it and use a Rush Search. Allows you to shoot a homing missile at enemies and fly further with the S. Adapter

Super Life-Up

Found in Springman's stage. At a point where you come across 3 steps and a

ladder, have Rush search on the second step. This gives you more life than the large life-up.

Proto Shield - Found by finding Protoman in Cloudman's then Turboman's stage then defeating him in Shademan's stage. Use Rush Coil on the ladder after the Sniper Joe and climb up. Protoman gives you a hint on finding Beat. Then in Turboman's stage, climb up a ladder where you see two platforms with tire robots on them. Climb past the first ladder and keep an eye on a grey object sticking from the wall, climb past it and hug the right wall and jump to pass through a false wall. Finally, in Shademan's stage, fight the pumpkin boss and Thunder Bolt the inner core to reveal a hidden floor below and kill the Sniper Joe and run through a false wall on the right to fight Protoman and get his shield. This protects you from enemy bullets.

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WEAPONS

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Freeze Cracker - obtained from Freezeman. This will allow you to freeze enemies in their tracks

Junk Shield - obtained from Junkman. You can protected yourself from certain enemies as the shield surrounds you and you can shoot it out in three directions at the enemies

Danger Wrap - obtained from Burstman. Sends a bomb encased in a bubble that can encase an enemy along with the bomb and explode upon contact with a solid object but if you hold down, you'll lay down a mine.

Thunder Bolt - obtained from Cloudman. Sends a huge ball of electricity that split upon contact with a wall and can be used to light up dark areas.

Wild Coil - obtained from Springman. Sends two springs out in different directions and can be charged up to make the springs bounce higher.

Slash Claw - obtained from Slashman. This allows Megaman to take a swipe at enemies close to him. He can also cut down certain objects too.

Noise Cracker - obtained from Shademan. Sends out a purple sidewinder tornado that can bounce off walls. Catch the rebound and you can fire a huge sidewinder tornado for serious damage.

Scorch Wheel - obtained from Turboman. Four fireballs surround you then circle towards the enemy. It can burn grass and light up candles too.

Rush Coil - you have this at the beginning of the game. This allows you to reach high places.

Rush Jet - can be bought or found in Junkman's stage. Use Thunder Bolt on the AC box and get on the upward moving platform then jump left onto the ladder quickly or you're dead. Climb up and Rush Coil to the next ladder and get the Rush Jet. This allows Megaman to fly or chasms and to high places. Megaman has no horizontal control so trying to turn back will only make Rush slow down

Rush Search - found in Freezeman's stage. After beating the Sniper Joe, head right and jump on a platform and run across the rest to get the Rush Search. This allows Rush to sniff the air then dig up helpful items or worthless pieces of shit. If it's very useful, he'll bark. Rush also barks if there is a secret area nearby.

Here is what Rush can dig up

Helpful

Small bolt
Large bolt
Small life pellet
Large life pellet
Small weapon pellet
Large weapon pellet
Extra Life
E-Tank
W-Tank
S-Tank
Energy Balancer
Exit Adaptor
Mega Bolt
Mega Life Pellet
Rocket Punch Adaptor

Pieces of Crap

Apple Core
Bag of Chips
Ball & Chain
Banana Peel
Broken Sunglasses
Bomb
Crushed Soda Can
Dead Fish
Dentures
Dog Bone
Expensive Watch
Game Boy
Girl Dolly
Green Toy Robot
Old Black Boot
Open Tuna Can
Orange Watering Can
Tire

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STORE

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1-Up = 20 bolts
Exit = 200 bolts
E-Tank = 60 bolts
W-Tank = 100 bolts
Beat's Whistle = 80

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WALKTHROUGH

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Intro Stage
Boss: Mad Grinder and Bass

Enemies: Metall FX, Bunby Tank + Bunby Top

The stage starts off with Megaman riding in a truck with Roll and driven by Auto and the truck stops at a break in the road and they can go no further. Auto gives Megaman a helmet that is not fitting to Megaman, then gives him his real helmet and off Megaman goes to save the day. Megaman runs into a hurt Dr. Light with Rush standing next to him. Megaman offers to bring Roll back but Dr. Light refuses and shows Megaman the robots helping Dr. Wily escape. Dr. Wily is now free and does his trademark eyebrow wiggle. Now the adventure begins. Take out the Bunby Tanks and Metall FXs and head right for a scene with a Mad Grinder robot running over three Metall FXs.

Watch out for its stomps and the blade it throws at you and circles back to him while you shoot charged shots back at him. It's a tough battle but you will probably prevail. Head right along the cracked walls and dead robots and get ready to fight Bass for the first time. Relax, he will not kill you. After taking a lot of damage, he'll stop and you two will chat. He claims that he and his dog/wolf Treble had been trying to stop Wily while Megaman was gone and says that Megaman is too weak to stop Wily and should sit out before he teleports away. But if you last long enough, he'll compliment you and says you won't need his help and off he goes. Megaman will teleport away as well.

The boss fight system is now changed. Now you challenge four bosses as with the Gameboy games then fight the other four after you beat the other four. Since the robots names aren't displayed here are the robots you face to begin.

	Freezeman	
Cloudman		Junkman
	Burstman	
	Burstman	
	Weakness: Freeze Cracker	
	Scorch Wheel	
	Get: Danger Wrap	

Enemies: Bunby Tank + Bunby Top, Swim Metall DX, Kintot, Kerone, Petaforth, Spiral Gabyoall. CFN-24, Count Bomb NEO, Driver Cannon, Tripropellan, Kanigance

Run right and kill the Bunby Tanks then step on the time bomb platforms to get rid of them then activate the top Count Bomb NEO afterwards. Ignore the one up since you can't reach it yet (unless you got the Rush Jet) and keep falling to the right and jump the moment the Count Bomb Neo says 0 before you jump to avoid the explosion for an E-Tank then activate the Count Bomb NEO to the left to get out. Activate two more of them to drop down into the water. Shoot the CFN-24s and Kintots as you move right and drop down. Get the life up and drop down to the left. Head left and kill the Swim Metall DXs and enter a bubble gate to face a crab mini-boss called a Kanigance. Watch out for the bubbles it shoots as well as its fireballs as you fire back your shots. At one point, Kanigance will rise and charge at you but you can slide under and then slide back to avoid its return to its original position. Be careful not to jump to high or the spikes above will kill you. Afterwards, you will begin to float up and maneuver through the CFN-24s and end up on dry land.

The water will rise and fall as you go. To clear the spikes, don't jump, just walk off when the water is high and you can just float to safety. At the end, let the water pick you and you can jump for the ladder and climb. In this area, wait for the blocks to appear. One block will help you get atop the tube and another will appear to help you reach another block and that last one will help you reach the ladder for you to climb.

Hop across the blocks and be sure to watch out for a block that appears above you on the way. The best way to clear this area is to take the first two blocks,

wait then hop on the high block and you're home free. Drop down then kill the Kerones and continue falling. Let the water carry you through and watch out for spikes. To get the R, let the water pick you up and float to it and jump to get the R. Now head right, and kill all Kintot and Swim Metall DXs and climb the ladder. Kill the Petaforth and enter the gate where Burstman awaits you.

Burstman will shoot harmless bubbles then after you hit him with a Buster shot, he'll drop 4 bombs which explode then send 3 Danger Wraps at you. If one catches you then shoot your way out or the bubble will send you to the spikes above and kill you. If you avoid the Danger Wraps, they'll float up and pop and leave the bomb behind. It's a long battle but with this knowledge, you'll survive it. His weakness is the Scorch Wheel but you won't have it yet because you can't fight Turboman at this time. If you have the Freeze Cracker, that'll be sufficient enough. They do the same amount of damage to him.

Cloudman
Weakness: Danger Wrap
Get: Thunder Bolt

Enemies: Bunby Tank + Bunby Top, Petaforth, Sniper Joe 01, Tel Tel, Delupipi, Boufooh, Gobots, Kaminari Kogoro, Tsuranattori, Tripropellan, Copipi

Run right and deal with the group of Tsuranattoris by killing the first one and the others will fly forward aimlessly. As you hop across the pits, watch out for Kaminari Kogoros coming out the pit. During the rain, they'll discharge lightning straight down. The Tel Tel will change the stage from sunny to rainy. Climb the ladder, Rush Coil to the 1-Up and head right. Kill those Kaminari Kogoros I mentioned earlier that are now discharging lightning and the Tsuranattori and Petaforths. Climb the ladder and head right Kill the Tripropellans and move through the flying clouds. You'll eventually slide through a crack and will be on a floor barely visible and has gaps in it. Kill the Delupipis that drop big eggs that send Copipis at you as well as some Gobots. Try to keep an eye on a barely visible platform which you need Rush Coil to reach. Once up there, climb the ladder, get the 1-up, head left and Rush Coil to the left at the edge to land on a barely visible platform and move your way to the left to the U. With the Freeze Cracker, visibility would not be an issue if you used it on the 2nd Tel Tel you passed up earlier as the rain becomes snow. Now head back through the original path and climb up and kill the Sniper Joe 01.

The right ladder leads to a life-up. Get that and kill the Sniper Joe 01 and climb the left ladder and kill the Bunby Tank and Rush Coil up the ladder. You will meet up with Protoman. He gives you a "long time no see" greeting then tells you something special about your weapons being able to discover hidden areas and gives you one hint being using Scorch Wheel in the woods before he leaves. Climb back down and continue right. Climb up the ladder and get the bolt and climb the ladder on the left. Run right and kill the Delupipis and the eggs before they fall. The Boufoohs are tricky. They can blow you away or pull you in so don't fall. You have just reached the gate to Cloudman's Lair.

As soon as you enter, the platform behind you falls off. Cloudman gears up for the fight. With Danger Wrap, the only attack that he'll use is the one where he absorbs lightning and shoots it at you. Wait for him to fire before you dodge then hit him with a Danger Wrap and he'll be encased in a bubble that floats him up and pops on him and he'll fall to the ground. He'll rise up and start flashing before he does his bolt attack again. Repeat the pattern for an easy victory.

Junkman
Weakness: Thunder Bolt
Get: Junk Shield

Enemies: Tripropellan, Metall FX, Heli Metall, Properide, Spiral Gabyoall, Dust Crusher, Frisk Cannon, Bunby Tank + Bunby Top, Gockroach S + Nest

Head right and kill the Tripropellan, Metall FXs, Gockroach Ss and their nests. Go down and kill some More Gockroach Ss + Nests then head through a gate and you go down an elevator with Waves of Heli Metalls shooting down at you in two directions. Once the elevator stops, head right and Kill the Gockroach Ss + nests and be wary of the lava as you climb up. Avoid the Spiral Gabyoalls and drop down and use Thunder Bolt on the AC sign below. It's best to shoot it from the right side so you can reach the ladder better. Climb up and let the platform boost you up to a ladder but jump off quickly or you'll get smashed. Get the Rush Jet and head back down. Climb the right ladder and climb to the top. Go up the ladder and head right across the Properides and watch out for Dust Crushers. Climb down and kill the enemies and prepare to fight Junkman.

Like Cloudman, Junkman uses one attack if you use the right weapon which is Thunder Bolt in this case. Blast him, slide away from his weapon, repeat.

Freezeman
Weakness: Junk Shield
Scorch Wheel
Get: Freeze Cracker

Enemies: Bomb Sleigh, Driver Cannon, Icicle Teck, Petaforth, Sniper Joe 01, Spiral Gabyoall, True Shield Attacker, Shirokumachine GTV

Watch out because this stage is slippery. Run right and kill the Petaforth then kill a Shirokumachine GTV by shooting then jumping over the snow flakes it toss at you. Climb the ladders, kill another one in which you are safe down below then head right and kill the True Shield Attackers. Climb up and head right and avoid the icicles being dropped but be sure to use the last two as stepping stones over the spikes. Get past the True Shield Attackers and Rush Coil to the ladder and climb up before the floor breaks. If you fail to make it to the H by the floors, then use the Rush Jet instead. Climb back down and head down the ladder below you and drop 2 screens, kill a Sniper Joe 01, fall down and head right. Rush Coil to the ledge then Rush Jet to the end to get the Rush Search. Drop down and watch out for the Spiral Gabyoalls and the Driver Cannon and kill the Shirokumachine GTV at the end who also drops icicles upon you too. Climb the ladder, and head right while killing the Bomb Sleighs. Before fighting Freezeman get on the lower step and turn around and use Rush Search. Rush will bark before digging up an Exit. Now head right and onto Freezeman you go.

Just fill up on your E-Tank and use Junk Shield on him by getting close. He'll die before you do so just take whatever he dishes out at you.

You are now back at your home base asking with Dr. Light about Bass. Dr. Light considers Bass not to be a threat or an enemy then there is a scene on the screen behind them. It seems that Dr. Wily is attacking the robot museum and off you go. At the museum, run right and you'll see display cases of Snakeman, Blizzardman, Pharaohman, and Heatman but alas one is missing. While you here, catch the remixes of Gutsman's, Heatman's, and Snakeman's theme in one shot. Now

enter the gate and you'll see Ringman and Skullman in the back but you also see Dr. Wily taking Gutsman away. A clown robot named Mash drops down and jumps and spins at you. Use Danger Wrap to make the head come off and attack the fallen head till Mash retrieves it. Hang in there till victory is won. Now Dr. Light sends you back into battle where four more robots join the fray.

Slashman

Weakness: Freeze Cracker

Scorch Wheel

Get: Slash Claw

Enemies: King Gojulus, Derusu Bee, Gobots, Kerone, Sniper Joe 01, Stegorus, Spiral Gabyoall, Tamagodon, Technodon, Tsuranattori

His music is a remix of Waveman (MM5) and Quickman (MM2) put together. When you start, you already got a major enemy to deal with. That enemy is a Stegorus and you have to shoot it in the head to kill it. Get up close and shoot it as much as you can while avoiding the spinning spikes it sends at you. If you fail to kill it quick enough, it will turn around (actually the head and tail switch places) and walk the other way and shoot missiles at you before switching the head and tail again. Now you must hop through a series of logs that appear and fall down the waterfall. First it's a single log, three logs, and then two logs. The best time to jump is the moment the previous log hits the bottom so when you come down, you'll land on the log the moment it appears. After the two-log set, the Tsuranattori line appears. Just kill one to make the rest go away. You'll meet another Stegorus. Climb the ladders and watch out for the spiral Gabyoall in between them. Kill the Gobots then hop on top of the Technodon and ride it till you see another then hop onto it. Ride that till you get to a platform then hop back on as it runs under the platform and use your S. Adapter to get the E-Tank and climb either ladder and kill the Sniper Joe 01 and climb the ladder. To get that E-Tank, wait for the Technodon to turn back and run the other way and hop to it as it hops. Now that we've climb the ladder, head right and OH NO!

Here comes King Gojulus on your tail. Run all the way right and wait for it to come to you and shoot its jaw. The bullets it shoots at you will sail over your head if you stay grounded. When he moves funny, he will blow fire. The Junk Shield works best on King Gojulus. After you kill it, continue right and climb the ladder. Don't shoot the hives or you'll have Derusu Bees to pester you. Shoot the Kerones though. On the last tree (we don't have the Scorch Wheel yet but when you do obtain it, this will be the place where you would use it to get to Beat.) At the end of the path are some dinosaur eggs that hatch and little dinosaurs called Tamagodons attack you then you'll reach the gate to Slashman.

It takes 5-6 hits to kill Slashman with the Freeze Cracker but it's hard to get a hit in. The best time to hit him is when jumps then nail him when he lands. After a hit, he hops to the top and drops eggs that can hinder your jumping and sliding ability and/or hinder you mobility period. Just stay away from Slashman as much as possible and you'll come out okay. He also falls to the Scorch Wheel.

Springman

Weakness: Slash Claw

Get: Spring Coil

Enemies: Coil'n, Frisk Cannon, Petaforth, Sniper Joe 01, Spiral Gabyoall, Tom Daddy, Tripropellan

Spring to the bolt, then drop down one screen and move right. Kill the Coil'n and Frisk Cannons then kill the Petaforth and get the weapon-up and life-up and drop down. Get the 1-up on the way. At the bottom, kill the Tom Daddies as you head right. Go down and kill more Tom Daddies and avoid the Spiral Gabyoalls. Before you climb the ladder, have rush dig on the second step and he'll pull out a gigantic life-up. Climb the ladder and spring onto the platform and have Rush dig. He'll dig up a mega bolt. Head right now and instead of dropping down use your Super Adapter to climb up the upper left side till you reach the top. Jump on the block till the arrows face left and the jack-in-the-box will blow out the wall. You'll find Auto's screw inside. Be wary of the spikes though. Leave then drop down and head right to a ladder. Kill any enemies in the way. Head right and kill the two Sniper Joe 01s and get ready to fight Springman.

Springman attacks include Wild Coil, Slamming you into the ceiling, and leaping into the air and throwing punches at you. If you use the Slash Claw, he'll only use the latter attack which you can easily avoid. Never and I mean never use Thunder Bolt on this guy or else he'll suck you in towards him and slam you into the ceiling when you're in range. 7 hits will kill him. If you got Noise Crush, you can time it to shoot when you enter the boss room. It will bounce back and forth as Springman enters. If you are lucky it will kill him in one shot as he's starting to gather his energy.

Shademan
Weakness: Spring Coil
Get: Noise Crush

Enemies: Astro Zombieg, Batton M48, Cyorown, Gilliam Knight, Ragger, Sniper Joe 01, True Shield Attacker, VAN Pookin, Protoman

If you want to use the Ghouls n Ghosts music, hold B and select Shademan. At the beginning, the stage is all dark then Megaman looks back and the sky brightens up. Kill the Cyorown, then head right and kill the Astro Zombiegs and climb down the ladder. Kill another Astro Zombieg and climb down. As you go right, some of the armor will have Ragger fall out the head and attack you. Kill them and climb the ladders while killing the Cyorowns. Head right and kill the Batton M48s while avoid the smashers. Enter the gate to fight the Van Pookin. There are two paths depending on if you kill the inner or outer shell.

Van Pookin hops at you three times then opens up and the inner shell spits green bullets at you. You can use Thunder Bolt on the inner shell.

Path 1 (inner shell)

Van Pookin open the path below and you can drop down an kill the Sniper Joe 01. There's a fake wall behind the Sniper Joe 01 that leads to Protoman but he won't be there yet but the room before him has a hidden megabolt under the second step.

Go back and kill Sniper Joe 01 again and head down the ladder. Kill the Gilliam Knights and climb down into a dark room which can be lit up by a Scorch Wheel on the candles which we lack or a Thunder Bolt which lights the scenery temporarily.

Enter the gate and you will go up an elevator and fight off two sets of Astro Zombiegs and head right after the elevator stops a third time. You will come across a hurt Bass (which is bullcrap) and you prompt him to go over to you lab. Big mistake Megaman. Enter the gate and fight Shademan.

Path 2 (outer shell)

Van Pookin breaks the wall on the right. Kill the Astro Zombiegs and climb the ladder. Kill the Gilliam Knights and go right and use Rush Coil to get the 1-up then head back left and kill the Gilliam Knights again as you go up 3 ladders. There is a Gilliam Knight in wolf mode at the top of the third ladder. The moon will go behind the clouds and darken the screen thus turn the wolf back into a knight. Go right to take care of another one before the moon comes back and go down the ladders. Kill the True Shield Attackers and use Rush Search under the Wily Picture for an Energy Balancer. You meet a "hurt" Bass and off you go to fight Shademan.

Shademan is real tricky. He can fly into the air and swoop down on you and suck your life points, use a ray that turns you to stone, or use 2 Noise Crushes that you must avoid three times total. The Wild Coil works best on him especially charged.

Turboman
Weakness: Noise Crush
Get: Scorch Wheel

Enemies: Sisi Truck, Baccone, Gobots, Sniper Joe 01, Trio the Wheel, Truck Joe, Turbo Roader, Sisi Rocket

At the beginning, you'll be chased by a Truck Joe. Fortunately, you have the Noise Crush. Hit him once and he'll stop to clear his head of sound then drive on. Watch out for the Turbo Roaders as you move along. 4 Noise Crushes will kill Truck Joe. Kill the Baccones and climb the ladder and kill the Sniper Joe 01 and climb another ladder. There are tires being transported above that can bounce you around. Kill the Baccones and time your jump so you won't get bounced into the spikes. Hop over the hidden pit which won't kill you but you'll have to work your way back up. Time another jump to avoid being bounced onto the next set of spikes and watch out for the Trio the Wheels as you head for the ladder. Put your Super Adapter suit on and climb the ladder. Kill the Trio the Wheel and jet to the platform and get the life up then turn around and use Rush Search and you'll get a Super Arm. Climb back up the ladder. And kill another Trio the Wheel. When you get to the part of the ladder where a grey object in the background is showing jump off the ladder to the right and you'll go through a fake wall. Protoman will meet you and ask if you collected the RUSH parts, then he'll say cool and tell you that the armor is too bulky to slide in and says he'll see you again if you survive. Head out and climb the ladder. Use Rush Search on the Blue X to get a mega bolt then climb up the ladders. Things get tricky as you make your way through fire pillars. Keep an eye on the colors of the furnace.

Blue = safe, yellow = warning, red = about to fire then all red = burn.

The Freeze Cracker helps a little as it freezes the fire like Ice Slasher did the fire pillars in Megaman 1. Then you'll go through a scene that is similar to Quickman's stage in Megaman 2 except you'll be dodging fire beams that instantly kill you. Make it past that and you're on a truck. Head right and kill the enemies and you'll go against the front of the Sisi Truck which has eyes and a mouth. Just keep shooting no matter what and soon Sisi truck will die. Blast through more enemies to face Turboman.

Turboman has a deadly Scorch Wheel but he'll never use it because if you hit him with a Noise Crush especially a super one, he'll go crazy and turn into a race car and zoom at you. Be sure to hop over him. 5 maximum Noise Crushes and he's back in the pit.

Megaman returns to the lab and finds out Bass had gone berserk after being repaired and trashed the lab and stole the parts for new enhancements. Dr. Wily then reveals that he made Bass and Treble to counter Megaman and Rush.

Dr. Wily Stage 1
Boss: Gutsman G
Weakness: Slash Claw

Enemies: Tsuranattori, Frisk Cannon, Kaminari Kogoro, Delupipi, Copipi, Boufooh, Trio the Wheel, Tripropeller, Gobots, Bass, Gockroach Ss + nests,

You'll blow through Tsuranattoris and Frisk Cannons and have to be wary of the Kaminari Kogoros coming out the pits. You'll soon reach a series of foot holders that turn off the lights if you're standing on them but turn them on when you jump off. To make matters worse, they spin and dump you if you're on the light part of the track. Jump on and off constantly so you can see the track and make your way to the upper right and then climb the ladder. Kill the Boufooh and the Delupipi and jump constantly because the floor you stand on darkens the screen. Make it to the ladder and climb down. The path here consists of more light dimming floors and foot holders and annoying Gobots till you climb up.

More of the same till you make it to the ladder. Grab the E-Tank if needed then head right to face Bass. Bass can be a pain in the ass. Use Thunder Bolts for an easier fight or you can use the Super Adapter punches. Avoid his shots if you can. Defeating him results in Bass vowing revenge before he leaves. Kill the Gockroach Ss + Nests and you'll reach the gate.

You will fight Gutsman G and he's tougher this time. He attacks by causing an earthquake which won't knock you on your keister this time but make a rock fall down and shove it at you. He will also charge at you and grab you and toss you into the ceiling. OUCH! Use the Slash Claws in this tough fight to win. You can also damage him by using the Slash Claw to slash the blocks back at him if you manage to hit it first.

Dr. Wily Stage 2
Boss: Gameriser
Weakness: Wild Coil
Danger Wrap'd Spotaros.

Enemies: Bomb Sleigh, Driver Cannon, True Shield Attacker, Sniper Joe 01, Super Bass, Trio the Wheel, Kerone, Spiral Gabyoall, Batton M48, Tripropeller, Spotaro

Head right and avoid the gunfire from the Driver Cannons. Watch out for the Bomb Sleigh then climb the ladder. Take out the Sniper Joe 01s and True Shield Attackers and climb the ladder, kill more of them and make a big jump to the ladder and climb up. Kill the Sniper Joe 01s and get the 1-up. Climb the right ladder for a safer trek. Stay on the ladder and kill the Sniper Joe 01 and maneuver through the treadmills to the ladder on the top-left. Climb up and head right. You'll confront Bass again and he'll use a Super Adapter. One good strategy I found is to hit him with Freeze Crackers, Thunder Bolts or Noise Crushes or even the Super Adapter Fist. His first attack is to torpedo at you and loop in almost a circle then he'll flame up and shoot his Rocket Punch at you. Then he'll jump around shooting at you. Then land and repeat his pattern. Avoid his torpedo

attack by jumping onto the platform above you. The gravity is lighter in this room so you'll jump higher than normal. Anyway, when you jump over the torpedo and land on the platform just inside to the middle, he'll fly over you and then charge up his fist. Get a quick shot in and head for the bottom quickly and leap to avoid the rocket punch. Just be sure not to be caught under the platform. When he's almost defeated, he'll fire charged Buster shots without charging too. 14 hits with the above weapons or 7 with the fist will be enough to beat him.

After the fight, head right and avoid the Trio the Wheels and climb the ladder. Kill the Kerones as you reach for the ladder. Use the springs for a boost. Climb up and take out the Trio the Wheel and grab the little life-ups and head right and climb the ladder. Make your way up the path while avoiding the flame pillars and I suggest using the Freeze Crackers here to freeze the fire at some parts. Here's the best path, hop back and forth up the first 3 side furnaces then hop left onto the vertical furnace then hop right onto the next side furnace. From there, slide down onto the lower side furnace and freeze the fire from the furnace you slid off of. Use the fire to climb onto the downward pointing furnace. Hop onto the side furnace to the right when the one above it pulls back it fire then shoot the fire from that same furnace when it comes back, then hop right and get the life-up when safe and hop back down and hop to the left furnaces when safe and hop right. At the top, stand in the middle and shoot a Freeze Cracker at the wall so the pieces will hit the pillar on the left side when it is up then use it to reach the ladder. Avoid the Batton M48s and Spiral Gabyoall and climb the ladder. Kill the Tripropellers then hop to the ladder quickly and climb. Enter the gate and you'll fight a robotic turtle called Gameriser.

Jump to avoid his flames because you'll gradually lose energy if burned. Slide under the turtle when it charges. Gameriser will retreat and send small turtles called Spotaros that perform 3 actions based on the number on the shell. Walk at you, spin at you or dig then pop up and spin around. Use Danger Wrap on the turtles. Trap the first turtle and sometimes the second turtle will run into it and the 2 will die and for the third, trap it in a bubble when it's preferably airborne and keep it close to you. When the main turtle comes back. Jump at the bubble in a downward angle and the main turtle will feel the pain when it gets smacked by the explosion. All that took was 4 hits. Now that was brutal, no?

Dr. Wily Stage 3
Boss: HannyaNED
Weakness: Slash Claw
Noise Crush

Enemies: Frisk Cannon, Sniper Joe 01, Metall FXs, Tripropeller, Spiral Gabyoall, True Shield Attacker, Coil'n, Count Bomb NEO, Stegorus, Tsuranattori, Kanigance

Climb the right ladder at the beginning and kill all Frisk Cannons and use the Super Adapter to help make it to the ladder at the top. You can't slide with the adapter on so switch suits and slide to the right. The floor is slightly invisible so keep an eye on where there is no floor. When you see an opening in the floor and a Metall FX standing in the air, leap for the Metall FX and you're safe. Kill the Tripropeller and climb the ladders up and down and head right and climb another ladder. Kill the Sniper Joe 01 and climb up. The platforms have numbers on them that move forward and counts down. You now have two paths: up or down.

Path 1 (down)

Fall through the spikes without touching them then kill the enemies and head right and kill the Kanigance like you did in Burstman's stage. As you rise up, avoid the spikes but stay away from the very left side or else you're fucked

because the spikes will trap you there. At the top climb the ladder and head right. You'll get a E-Tank on the way to the gate.

Path 2 (up)

Rush Jet to the ladder then climb up, then let's cheat here. Use you're Super Adapter to climb some blocks that try to trap you on the bottom block simply by ignoring the bottom block and boosting up just in case. Grab the Tanks and fall down carefully. Kill the stegorus and drop down and enter the gate.

This boss chases you down. Don't worry because the Noise Crushers will help you. Avoid the missiles if possible then shoot the boss when you can. You also have a laser and a dive attack to worry about. Stay away from the former by staying right and jumping at the last moment. Same for the latter then stay in between the exploding balls it drops. It won't be long till it's history.

Dr. Wily Stage 4
Boss: Wily Machine 7
Wily Capsule
Weakness: Thunder Bolt (WM7), Spring Coil

Enemies: Freezeman, Junkman, Turboman, Shademan, Slashman, Cloudman, Springman, Burstman

Gather the bolts and 1-up and W-Tank what every you want and enter the teleporter. As usual, you face all bosses again. Here's how they appear. Use Scorch Wheel on Burstman.

Freezeman	Slashman
Junkman	Cloudman
Turboman	Springman
Shademan	Burstman

Just beat them as usual. After you're done, fill up on Freeze Crackers, Wild Coils and Thunder Bolts for this tough fight ahead. For the first robot, use Thunder Bolts on Wily when you get a chance. The machine either hops or sends two skull robots and walks slowly and speeds up afterwards before jumping off screen. The pattern is simple. The next robot is the one you should really worry about. It takes 28 hits total to beat him with any weapon but the Wild Coil charged will help reduce that. The boss vanishes and reappears in random spots (gee, where have we seen that before?) and he will send four balls that home in on you. They are a pain to avoid, a real pain. It's better to get hit by the yellow ones because the blue freezes and leaves you open and the red burns. Thunder bolting him before he attacks will prevent him from sending out the four balls and just use the lighting attack only. Use your E-Tanks and hang in there and he's yours for the kill. You just beat Megaman 7. Pat yourself on the back because that Wily was a pain.

Passwords

Everything - 1415 5585 7823 6251
Battle Mode - 1415 5585 7823 6251 Hold L&R

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Capcom for making the game.

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Thank you for reading

-Ice Queen Zero

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